

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	112	@ad>"20030626" and smoke and animation	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2006/09/11 12:34
L2	328	@ad>"20030626" and smoke and simulation	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2006/09/11 12:34

## Scholar

Results 1 - 10 of about 2,830 for **smoke animation**. (0.13 seconds)**Visual simulation of smoke - group of 34 »**

R Fedkiw, J Stam, HW Jensen - Proceedings of the 28th annual conference on Computer ..., 2001  
- portal.acm.org

... The key to realistic **animation** of **smoke** is to make it look like a passive natural phenomena as opposed to a "living" creature made out of **smoke**. ...

Cited by 215 - [Related Articles](#) - [Web Search](#)

[All articles](#) [Recent articles](#)**Keyframe control of smoke simulations - group of 8 »**

A Treuille, A McNamara, Z Popović, J Stam - ACM Transactions on Graphics (TOG), 2003 - portal.acm.org  
... 2002; Enright et al. 2002; Fos- ter and Fedkiw 2001]. We can now produce **animations**

of curl- ing **smoke** and splashing water with striking visual realism. ...

Cited by 52 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

**Flow volumes for interactive vector field visualization - group of 10 »**

N Max, B Becker, R Crawfis - Visualization, 1993. Visualization'93, Proceedings., IEEE ..., 1993 - ieeexplore.ieee.org

... In the current interactive system, we avoid sorting by assuming the color of the **smoke** is uniform, a reasonable assumption for the visual effect we desire. ...

Cited by 67 - [Related Articles](#) - [Web Search](#)

**Rendering and animation of gaseous phenomena by combining fast volume and scanline A-buffer ...**

DS Ebert, RE Parent - Proceedings of the 17th annual conference on Computer ..., 1990 - portal.acm.org

... objects and is especially useful for rendering scenes containing gaseous phenomena such as clouds, fog, and **smoke**. The rendering and **animation** of these ...

Cited by 119 - [Related Articles](#) - [Web Search](#)

**Virtual Smoke: an interactive 3D flow visualization technique - group of 2 »**

KL Ma, PJ Smith - Visualization, 1992. Visualization'92, Proceedings., IEEE ..., 1992 - ieeexplore.ieee.org

... are reached by the injected "**smoke**" within a user defined and preselected time interval and render only those voxels at each **animation** update; however ...

Cited by 17 - [Related Articles](#) - [Web Search](#)

**Volcanic smoke animation using cml - group of 3 »**

R Mizuno, Y Dobashi, T Nishita - Proc. of International Computer Symposium 2002, 2002 - nis-lab.is.su-tokyo.ac.jp

Page 1. Volcanic **Smoke Animation** using CML ... Abstract The **animation** of volcanic **smoke**

is useful for natural disaster simulations, entertainments, etc. ...

Cited by 2 - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

**Animation and Simulation Techniques for VR-Training Systems in Endoscopic Surgery - group of 4 »**

HK Çakmak, U Kühnapfel - Eurographics Workshop on **Animation** and Simulation, 2000 - irect1.iai.fzk.de

... The **smoke animation** is based on Perlin's turbulence function [Per85] to create a volume block with a **smoke density** distribution. ...

Cited by 11 - [Related Articles](#) - [Web Search](#)

**Interacting with smoke and fire in real time**

J Stam - Communications of the ACM, 2000 - portal.acm.org

... Here, I emphasize the effect of a fluid on "fuzzy" substances like **smoke** and clouds that are modeled using a density function. For ...

Cited by 31 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

**Physically based modeling and animation of fire - group of 24 »**

DQ Nguyen, R Fedkiw, HW Jensen - Proceedings of the 29th annual conference on Computer ..., 2002 - portal.acm.org

... The third and final visual effect we address is the **smoke** or soot that is apparent in some flames after the temperature cools to the point where the blackbody ...

Cited by 100 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

**Scholar**

Results 1 - 10 of about 19 for "simulation of gaseous phenomena". (0.05 seconds)

**Twodimensional Simulation of Gaseous Phenomena Using Vortex Particles - group of 4 »**

MN Gamito, PF Lopes, MR Gomes - Proceedings of the 6th Eurographics Workshop on Computer ..., 1995 - iscte.pt  
Page 1. Two-dimensional simulation of gaseous phenomena using vortex particles  
Manuel Noronha Gamito Pedro Faria Lopes Mário Rui ...  
Cited by 22 - Related Articles - View as HTML - Web Search

**Visual simulation of smoke - group of 34 »**

R Fedkiw, J Stam, HW Jensen - Proceedings of the 28th annual conference on Computer ..., 2001 - portal.acm.org  
Page 1. Visual Simulation of Smoke Ronald Fedkiw £ Stanford University Jos Stam  
Y Aliaswavefront Henrik Wann Jensen P Stanford University Abstract ...  
Cited by 215 - Related Articles - Web Search

**Stable fluids - group of 40 »**

J Stam - Proceedings of the 26th annual conference on Computer ..., 1999 - portal.acm.org  
Page 1. Stable Fluids Jos Stam Alias wavefront Abstract Building animation  
tools for fluid-like motions is an important and challenging ...  
Cited by 299 - Related Articles - Web Search

**Qualitative Simulation of Convective Clouds Formation and Evolution - group of 5 »**

F Neyret - Proc of Eurographics Computer Animation and Simulation ..., 1997 - w3imagis.imag.fr  
... 2. Manuel Noronha Gamito, Pedro Faria Lopes, and Mario Rui Gomes. Two- dimensional  
simulation of gaseous phenomena using vortex particles. ...  
Cited by 13 - Related Articles - View as HTML - Web Search

**Real-time gaseous phenomena: a phenomenological approach to interactive smoke and steam - group of 4 »**

T Holtkämper - Proceedings of the 2nd international conference on Computer ..., 2003 - portal.acm.org  
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Permission to make digital or hard copies of part or all ...  
Cited by 6 - Related Articles - Web Search

**Cloud simulation in virtual environments - group of 5 »**

M Unbescheiden, A Trembilski - Virtual Reality Annual International Symposium, 1998. ..., 1998 - ieeexplore.ieee.org  
... [4] MN Gamito, PF Lopes, and MR Gomes. Two- Dimensional Simulation of Gaseous Phenomena  
Us- ing Vortex Particles. In Eurographics Proceedings, 1995. ...  
Cited by 8 - Related Articles - Web Search

**Interacting with smoke and fire in real time**

J Stam - Communications of the ACM, 2000 - portal.acm.org  
... Mod. Image Process. 58, 5 (1996), 471–483. 6. Gamito, M., Lopes P., and Gomes, M.  
Two-dimensional simulation of gaseous phenomena using vortex particles. ...  
Cited by 31 - Related Articles - Web Search - BL Direct

**[PS] Stochastic Rendering of Density Fields - group of 6 »**

J Stam - Proc. of Graphics Interface'94, 1994 - dgp.toronto.edu  
... Keywords: stochastic modelling, simulation of gaseous phenomena, scattering  
equation, solid tex- tures, ray tracing. 1 Introduction ...  
Cited by 12 - Related Articles - View as HTML - Web Search - BL Direct

**Smoothed particles: A new paradigm for animating highly deformable bodies - group of 11 »**

M Desbrun, MP Gascuel - 6th Eurographics Workshop on Computer Animation and ..., 1996 - graphics.ethz.ch  
Page 1. Smoothed Particles: A new paradigm for animating highly deformable  
bodies Mathieu Desbrun Marie-Paule Gascuel iMAGIS □ - GRAVIR ...

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1.  **Sampling and anti-aliasing of discrete 3-D volume density textures • ARTICLE**  
*Computers & Graphics, Volume 16, Issue 1, 1992, Pages 121-134*  
Georgios Sakas and Matthias Gerth  
Abstract

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*Tunnelling and Underground Space Technology, Volume 18, Issue 5, November 2003, Pages 525-530*  
Jurijs Modic  
SummaryPlus | Full Text + Links | PDF (630 K)
2.  **An experimental and numerical study on fire suppression using a water mist in an enclosure • ARTICLE**  
*Building and Environment, Volume 38, Issue 11, November 2003, Pages 1309-1316*  
Sung Chan Kim and Hong Sun Ryoo  
SummaryPlus | Full Text + Links | PDF (629 K)
3.  **Probabilistic simulation of fire scenarios • ARTICLE**  
*Nuclear Engineering and Design, Volume 224, Issue 3, October 2003, Pages 301-311*  
Simo Hostikka and Olavi Keski-Rahkonen  
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4.  **Propagation of axisymmetric ceiling jet front produced by power law time growing fires • ARTICLE**  
*Fire Safety Journal, Volume 38, Issue 6, October 2003, Pages 535-551*  
M. A. Delichatsios, X. Liu and C. Brescianini  
SummaryPlus | Full Text + Links | PDF (284 K)
5.  **Determination of tobacco smoking influence on volatile organic compounds constituent by indoor tobacco smoking simulation experiment • ARTICLE**  
*Atmospheric Environment, Volume 37, Issue 24, August 2003, Pages 3365-3374*  
Juexin Xie, Xingming Wang, Guoying Sheng, Xinhui Bi and Jiamo Fu  
SummaryPlus | Full Text + Links | PDF (157 K)
6.  **Evidence for gene-environment interactions in a linkage study of asthma and smoking exposure • ARTICLE**  
*Journal of Allergy and Clinical Immunology, Volume 111, Issue 4, April 2003, Pages 840-846*  
Susan Colilla, Dan Nicolae, Anna Pluzhnikov, Malcolm N. Blumenthal, Terri H. Beaty, Eugene R. Bleeker, Ethan M. Lange, Stephen S. Rich, Deborah A. Meyers, Carole Ober *et al.*  
Abstract | PDF (326 K)
7.  **Atmospheric heating due to carbonaceous aerosol in northern Australia—confidence limits based**

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IEEE JNL IEEE Journal or Magazine

IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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## 1. Understanding fire and smoke flow through modeling and visualization

Forney, G.P.; Madrzykowski, D.; McGrattan, K.B.; Sheppard, L.;

[Computer Graphics and Applications, IEEE](#)

Volume 23, Issue 4, July-Aug. 2003 Page(s):6 - 13

Digital Object Identifier 10.1109/MCG.2003.1210858

[Abstract](#) | Full Text: [PDF\(1761 KB\)](#) IEEE JNL[Rights and Permissions](#)

## 2. Modelling of smoke flow taking obstacles into account

Yoshida, S.; Nishita, T.;

[Computer Graphics and Applications, 2000. Proceedings. The Eighth Pacific Conference on 3-5 Oct. 2000 Page\(s\):135 - 443](#)

Digital Object Identifier 10.1109/PCCGA.2000.883935

[Abstract](#) | Full Text: [PDF\(1148 KB\)](#) IEEE CNF[Rights and Permissions](#)

## 3. Particle-based visual simulation of explosive flames

Takeshita, D.; Ota, S.; Tamura, M.; Fujimoto, T.; Muraoka, K.; Chiba, N.;

[Computer Graphics and Applications, 2003. Proceedings. 11th Pacific Conference on 8-10 Oct. 2003 Page\(s\):482 - 486](#)[Abstract](#) | Full Text: [PDF\(570 KB\)](#) IEEE CNF[Rights and Permissions](#)

## 4. Vector field visualization

Crawfis, R.; Max, N.; Becker, B.;

[Computer Graphics and Applications, IEEE](#)

Volume 14, Issue 5, Sept. 1994 Page(s):50 - 56

Digital Object Identifier 10.1109/38.310726

[Abstract](#) | Full Text: [PDF\(536 KB\)](#) IEEE JNL[Rights and Permissions](#)

## 5. Cloud simulation in virtual environments

Unbescheiden, M.; Trembliski, A.;

[Virtual Reality Annual International Symposium, 1998. Proceedings IEEE 1998](#)

14-18 March 1998 Page(s):98 - 104

Digital Object Identifier 10.1109/VRAIS.1998.658451

[Abstract](#) | Full Text: [PDF\(404 KB\)](#) IEEE CNF[Rights and Permissions](#)

## 6. Global change video: visualization freeze-frames

Muller, J.-P.; Eales, P.; Day, T.; Kellgren, L.; Mandanayake, A.; Newton, A.; Rees, D.; Richards, S.; Tildsley, K.; Schreier, G.; Craubner, H.; Hoffmann, H.; Meisner, R.; Schickl, P.; Schnagl, A.;

[Computer Graphics and Applications, IEEE](#)

Volume 13, Issue 3, May 1993 Page(s):11 - 13